
Subject: Why Not Add.

Posted by [thrash300](#) on Wed, 29 Oct 2008 05:48:57 GMT

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Well since the T.T. team will have a lot of options on what they can change or add, why not add this.

They are both good ideas why not add them. If Strike Teams controls what goes in the message of the day, I don't think that adding a little text would be a big deal to do it.

File Attachments

1) [Picture #1..JPG](#), downloaded 1151 times



Maybe the mes
say: If you have
Renegade, or y
on the commu
official Comm
RenegadeForu
www.renegade

2) [Picture #2..JPG](#), downloaded 1123 times



Maybe there should be one somewhere in the code. If you have problems with you would like to join us simply visit the official Conquer Renegade Forum www.renegadeforums.com

Subject: Re: Why Not Add.

Posted by [Omar007](#) on Wed, 29 Oct 2008 08:40:29 GMT

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I think adding the text to the 'message of the day' is a good idea.

Only don't add the text to those error/info messages.

Subject: Re: Why Not Add.

Posted by [Goztow](#) on Wed, 29 Oct 2008 08:56:24 GMT

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The MOTD = xwis = strike team, TT cannot change that, unfortunately.

Maybe they can change some notifications that are hard coded in the client, though.

Subject: Re: Why Not Add.

Posted by [jnz](#) on Wed, 29 Oct 2008 12:40:50 GMT

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Goztow wrote on Wed, 29 October 2008 08:56The MOTD = xwis = strike team, TT cannot change that, unfortunately.

Maybe they can change some notifications that are hard coded in the client, though.

Actually, it's very simple. They just change the place it pulls the information from. If the class that

handles it has already been cloned then not much would need to be changed at all.

Subject: Re: Why Not Add.

Posted by [thrash300](#) on Wed, 29 Oct 2008 22:45:41 GMT

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RoShamBo wrote on Wed, 29 October 2008 06:40Goztow wrote on Wed, 29 October 2008 08:56The MOTD = xwis = strike team, TT cannot change that, unfortunately.

Maybe they can change some notifications that are hard coded in the client, though.

Actually, it's very simple. They just change the place it pulls the information from. If the class that handles it has already been cloned then not much would need to be changed at all.

If it is that simple then why don't the T.T. team take a look at it and do it.

Subject: Re: Why Not Add.

Posted by [StealthEye](#) on Wed, 29 Oct 2008 22:57:45 GMT

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The hard part is probably getting another source for the data and pull the data from there, rather than modifying the dialog box. Changing the text is rather easy indeed.

Subject: Re: Why Not Add.

Posted by [MGamer](#) on Thu, 30 Oct 2008 00:40:22 GMT

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what about "per server" MOTD

Subject: Re: Why Not Add.

Posted by [u6795](#) on Thu, 30 Oct 2008 01:59:45 GMT

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GOD FUCKING DAMN I hate Olaf and everything about XWIS.

Expressing my hatred in text would be impossible. If you want to know one of the many reasons, though, hop on RA2 online and say "gay." Enjoy your fifteen minute long chat ban.

Subject: Re: Why Not Add.

Posted by [R315r4z0r](#) on Thu, 30 Oct 2008 03:28:10 GMT

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u6795 wrote on Wed, 29 October 2008 21:59 Enjoy your fifteen minute long chat ban.
LOL! Are you serious!? That's ridiculous!

Subject: Re: Why Not Add.

Posted by [GEORGE ZIMMER](#) on Thu, 30 Oct 2008 09:14:08 GMT

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Yeah, I remember there was a RA2 tournament or something once, and several people were disqualified... For cussing.

Subject: Re: Why Not Add.

Posted by [_SSnipe_](#) on Thu, 30 Oct 2008 22:40:25 GMT

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Its been changed.....

Subject: Re: Why Not Add.

Posted by [u6795](#) on Thu, 30 Oct 2008 23:44:57 GMT

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SSnipe wrote on Thu, 30 October 2008 18:40 Its been changed.....
The MOTD or the RA2 chat filters? If the latter, no, they have not.

Subject: Re: Why Not Add.

Posted by [_SSnipe_](#) on Fri, 31 Oct 2008 00:03:08 GMT

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The one when you login to renegade

Subject: Re: Why Not Add.

Posted by [Ethenal](#) on Fri, 31 Oct 2008 02:17:12 GMT

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SSnipe wrote on Thu, 30 October 2008 19:03 The one when you login to renegade
Yeah, it has. :S

Subject: Re: Why Not Add.

Posted by [BlueThen](#) on Fri, 31 Oct 2008 02:20:06 GMT

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u6795 wrote on Wed, 29 October 2008 20:59GOD FUCKING DAMN I hate Olaf and everything about XWIS.

Expressing my hatred in text would be impossible. If you want to know one of the many reasons, though, hop on RA2 online and say "gay." Enjoy your fifteen minute long chat ban. Oh jesus. I remember being on RA2. It's hard to go a week without getting banned. When I played RA2, it was 1 day long bans, not 15 minutes.

Subject: Re: Why Not Add.

Posted by [thrash300](#) on Fri, 31 Oct 2008 06:51:18 GMT

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StealthEye wrote on Wed, 29 October 2008 16:57The hard part is probably getting another source for the data and pull the data from there, rather than modifying the dialog box. Changing the text is rather easy indeed.

Subject: Re: Why Not Add.

Posted by [jonwil](#) on Fri, 31 Oct 2008 10:53:45 GMT

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This is being looked into. Olaf has been advised of the needed changes and will be making the changes to the Renegade MOTD when he is able to do so.

Subject: Re: Why Not Add.

Posted by [Lone0001](#) on Sat, 01 Nov 2008 07:39:26 GMT

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Seems he did it sooner than expected:

<http://i152.photobucket.com/albums/s178/lone0001/Game22008-11-0103-36-36-36.jpg>

Subject: Re: Why Not Add.

Posted by [Goztow](#) on Sat, 01 Nov 2008 08:26:34 GMT

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ohoh he removed the link to clanwars.cc . In before flame fest!

Subject: Re: Why Not Add.

Posted by [CarrierII](#) on Sat, 01 Nov 2008 10:04:58 GMT

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Goztow wrote on Sat, 01 November 2008 08:26ohoh he removed the link to clanwars.cc . In before flame fest!

Olaf clearly hates cw.cc! cw.cc rocks! Olaf sucks!

(There we go, I started it)

Seriously, he ought to put that link back...

Subject: Re: Why Not Add.

Posted by [Hitman](#) on Sat, 01 Nov 2008 14:37:42 GMT

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Goztow wrote on Sat, 01 November 2008 02:26ohoh he removed the link to clanwars.cc . In before flame fest!

OMFG PUT THE FUCKING LINK BACK NOW MOTHERFUCKER!!11111111111111

Subject: Re: Why Not Add.

Posted by [Ghostshaw](#) on Sat, 01 Nov 2008 14:48:45 GMT

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Actually thats not Olaf's fault, JW told him exactly what to put in and he forgot teh cw.cc bit .

Subject: Re: Why Not Add.

Posted by [Genesis2001](#) on Sun, 02 Nov 2008 04:55:28 GMT

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Perhaps make the MOTD pull news from www.renegadecommunity.com? Much like the old RenGuard client did (though that was just a webbrowser-like control. :\\)

^_^

Subject: Re: Why Not Add.

Posted by [StealthEye](#) on Sun, 02 Nov 2008 13:16:12 GMT

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Sounds like too much work for too little gain to me...

Subject: Re: Why Not Add.

Posted by [Goztow](#) on Sun, 02 Nov 2008 18:37:20 GMT

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Nah, if renforums and clanwars are on it, that should do .

Subject: Re: Why Not Add.

Posted by [Omar007](#) on Sun, 02 Nov 2008 18:48:15 GMT

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Agree on that.

Subject: Re: Why Not Add.

Posted by [thrash300](#) on Tue, 04 Nov 2008 04:03:17 GMT

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StealthEye wrote on Sun, 02 November 2008 07:16Sounds like too much work for too little gain to me...

What adding the message to the message of the day and somewhere in Renegade?. You are not thinking properly, it not only would extend the life of the game, but also add more **active members to the forum thought we already have a lot of "Members.". as it is but they are not as **active as the other members.

Subject: Re: Why Not Add.

Posted by [StealthEye](#) on Tue, 04 Nov 2008 11:33:48 GMT

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I am thinking very properly and apparently everyone who posted except for you agrees with me...
